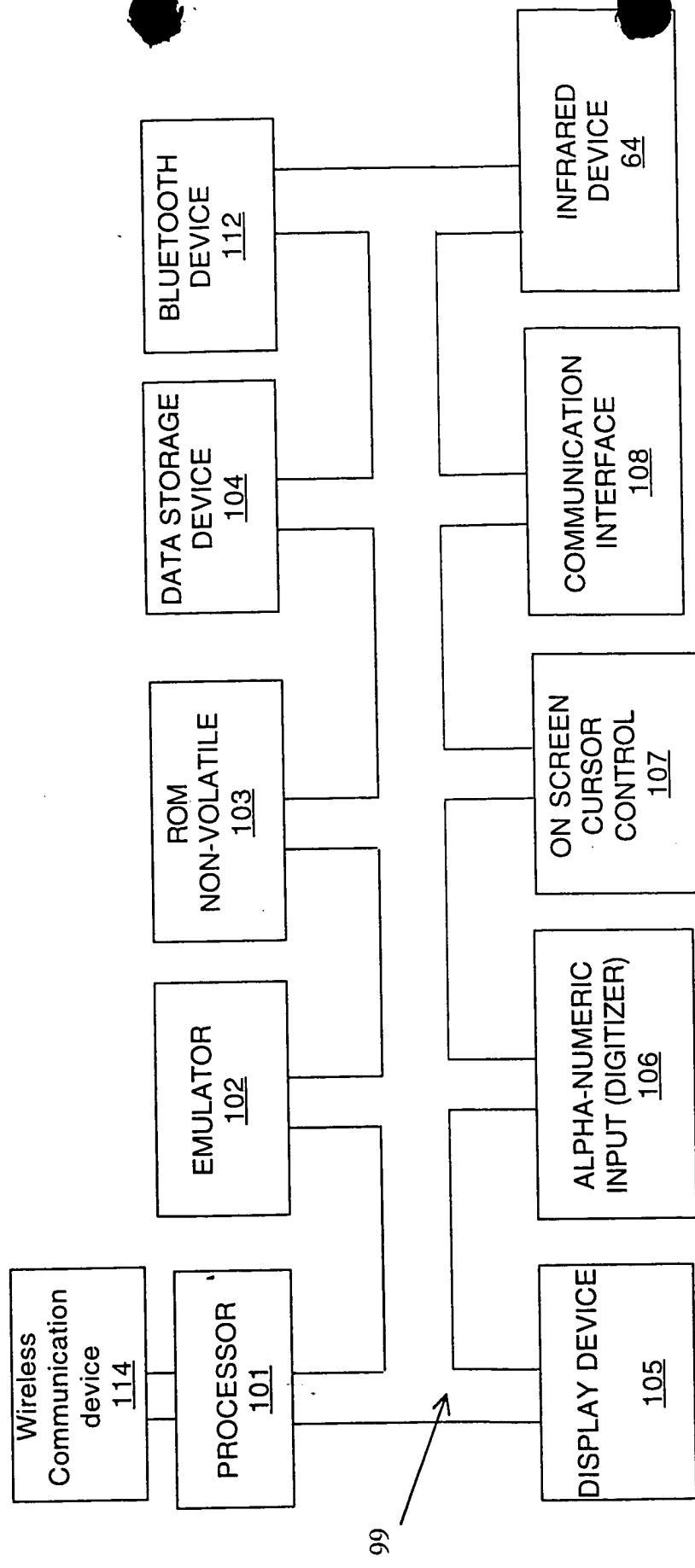


FIG. 1



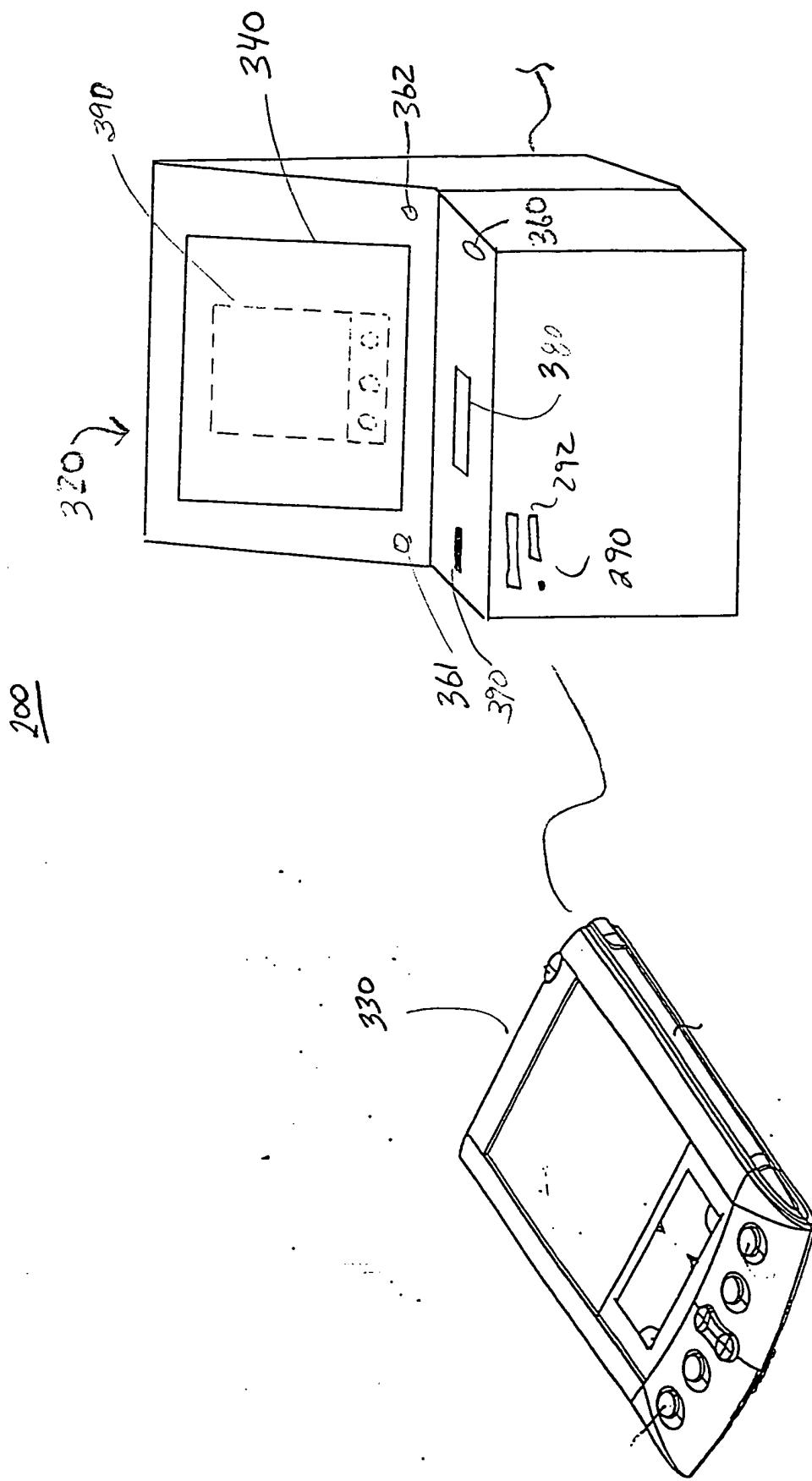


FIG. 2

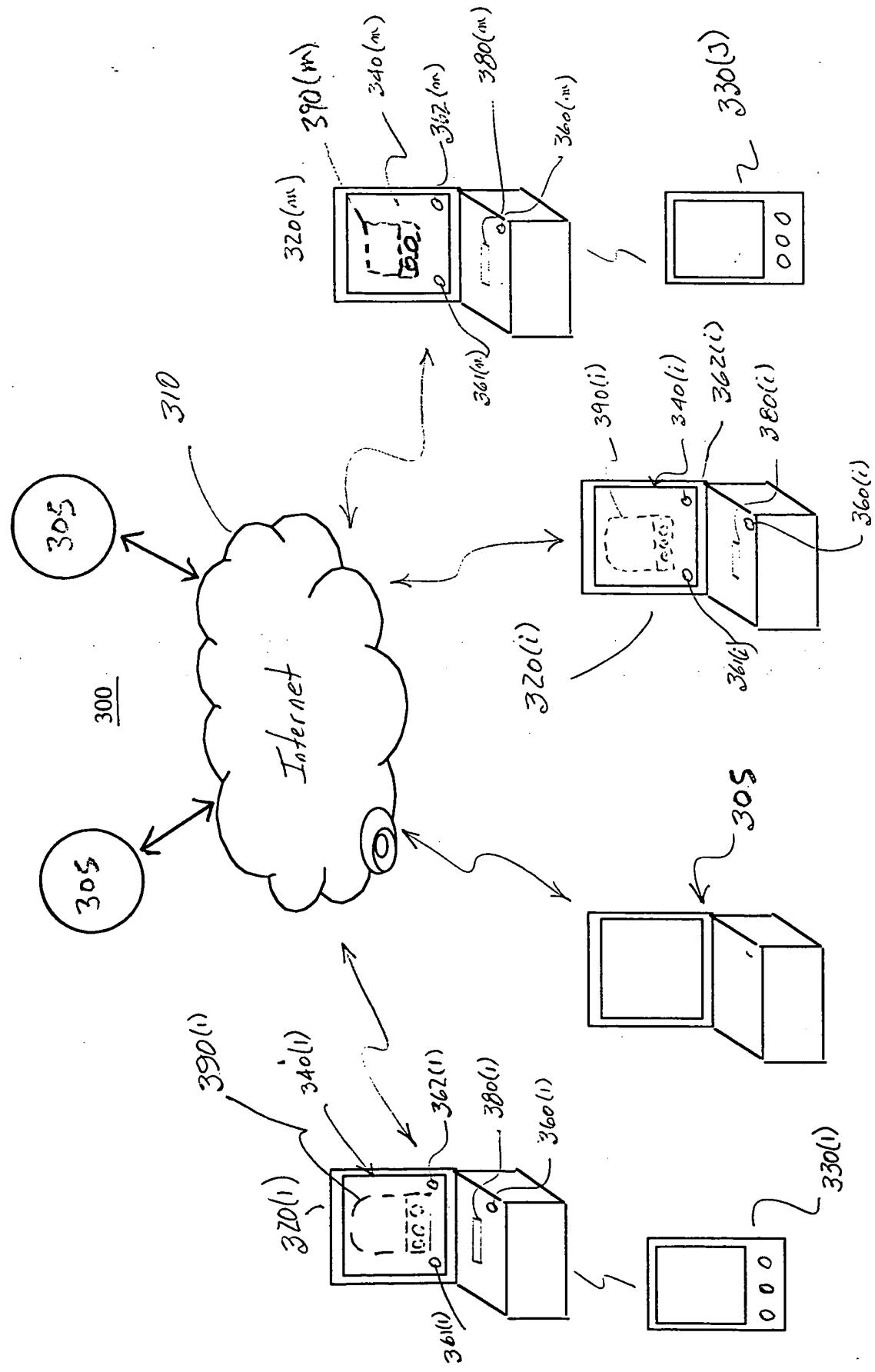
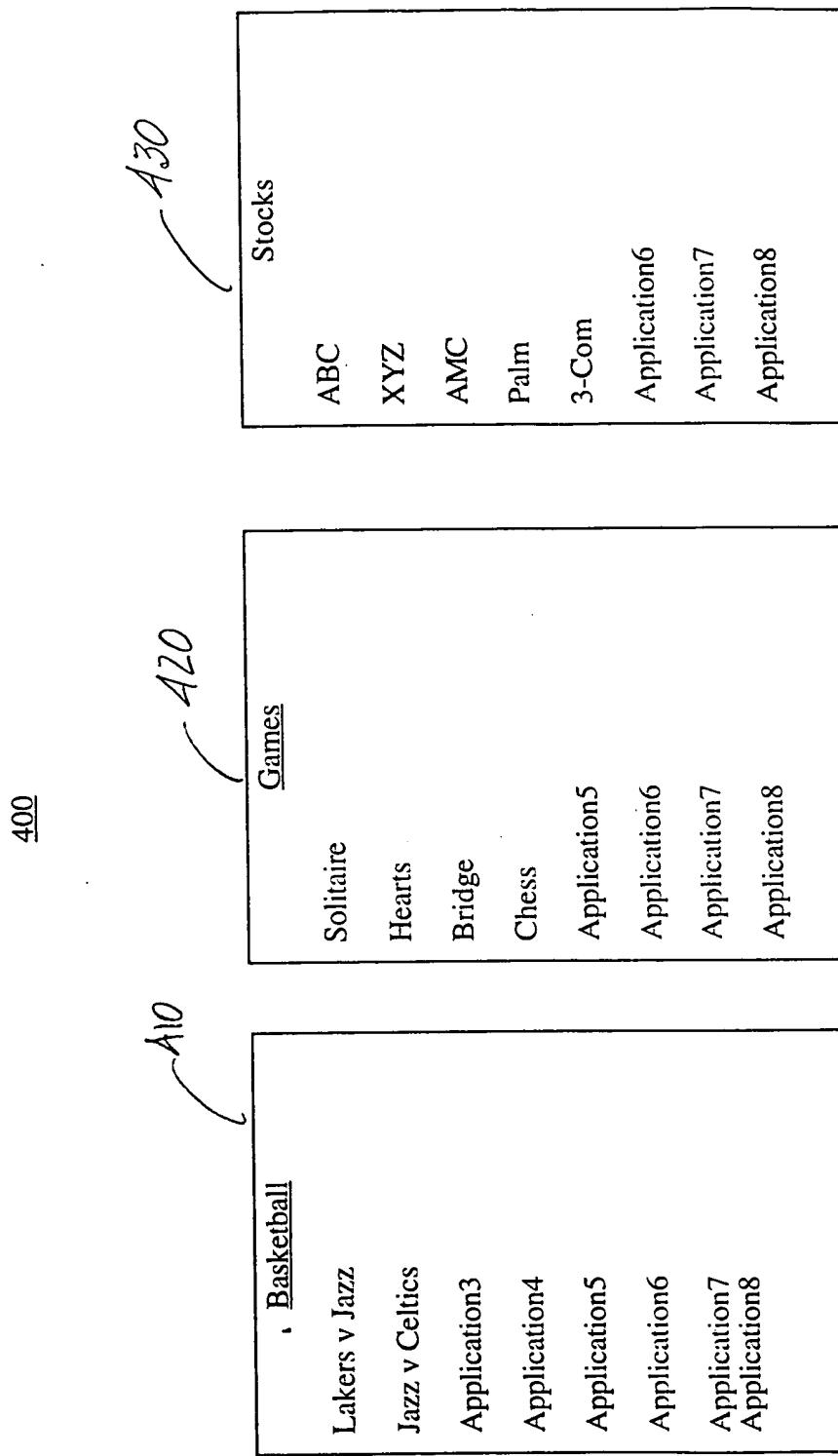


FIG. 3



**FIG. 4**

600

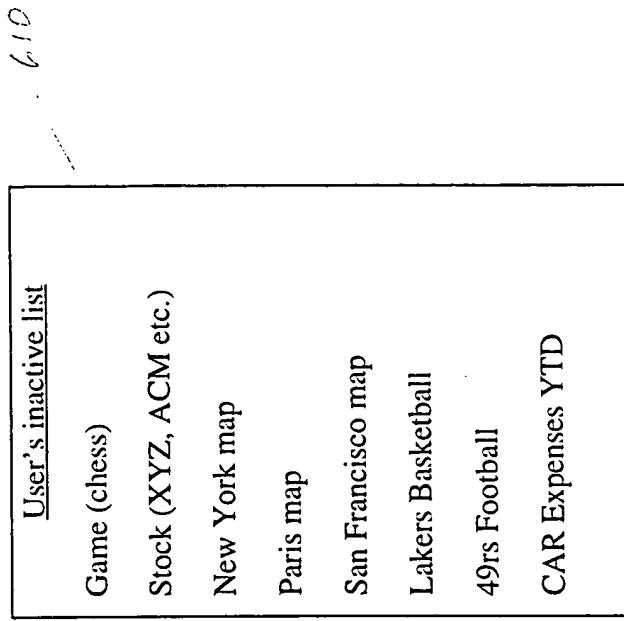


FIG. 5

700

BEGIN

HANDHELD DEVICE ESTABLISHES COMMUNICATION WITH  
SOFTWARE ATM AND IDENTIFIES ITSELF WITH CODE  
(710)

THE SOFTWARE ATM DISPLAYS A DESIRED DIRECTORY OF  
SOFTWARE TITLES OFFERED BY THE SOFTWARE ATM,  
DIRECTORY IS ONE OF MANY AND THEY CAN BE CATEGORY BASED  
(720)

THE USER SELECTS A SOFTWARE TITLE FROM THE  
DISPLAYED DIRECTORY OR LISTING  
(730)

THE USER CAN OPTIONALY EMULATE THE SELECTED SOFTWARE  
TITLE ON AN EMULATED IMAGE OF THE HANDHELD DEVICE WHICH  
APPEARS ON THE DISPLAY OF THE SOFTWARE ATM  
(740)

USER INITIATES PURCHASE OF THE SELECTED SOFTWARE TITLE  
(750)

AFTER PURCHASE IS COMPLETE, THE SOFTWARE ATM  
DOWNLOADS THE SELECTED SOFTWARE TITLE ONTO THE  
HANDHELD DEVICE WHICH INSTALLS IT  
(760)

END

FIG. 6

2000 2000 2000 2000 2000 2000 2000 2000 2000 2000

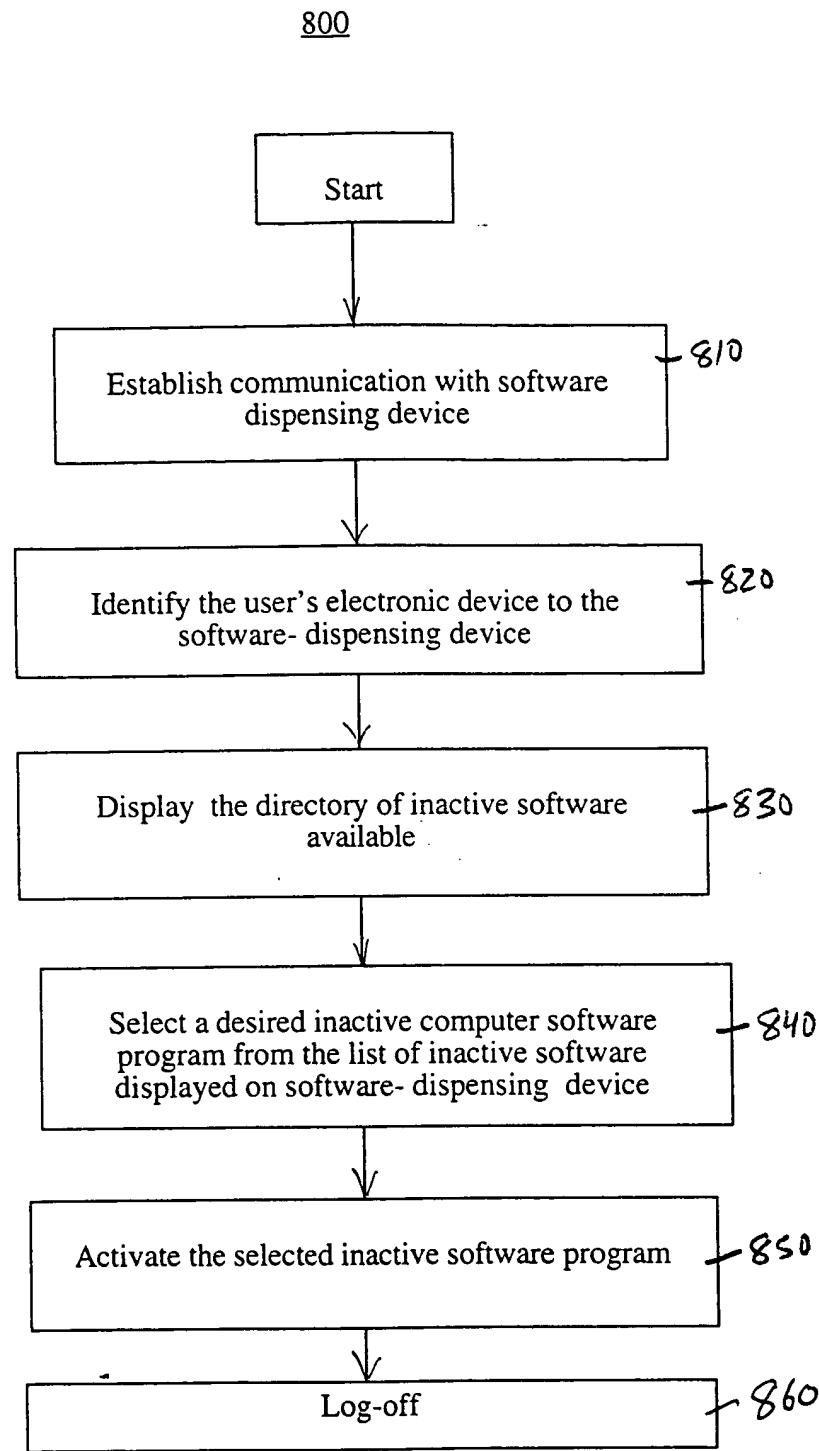
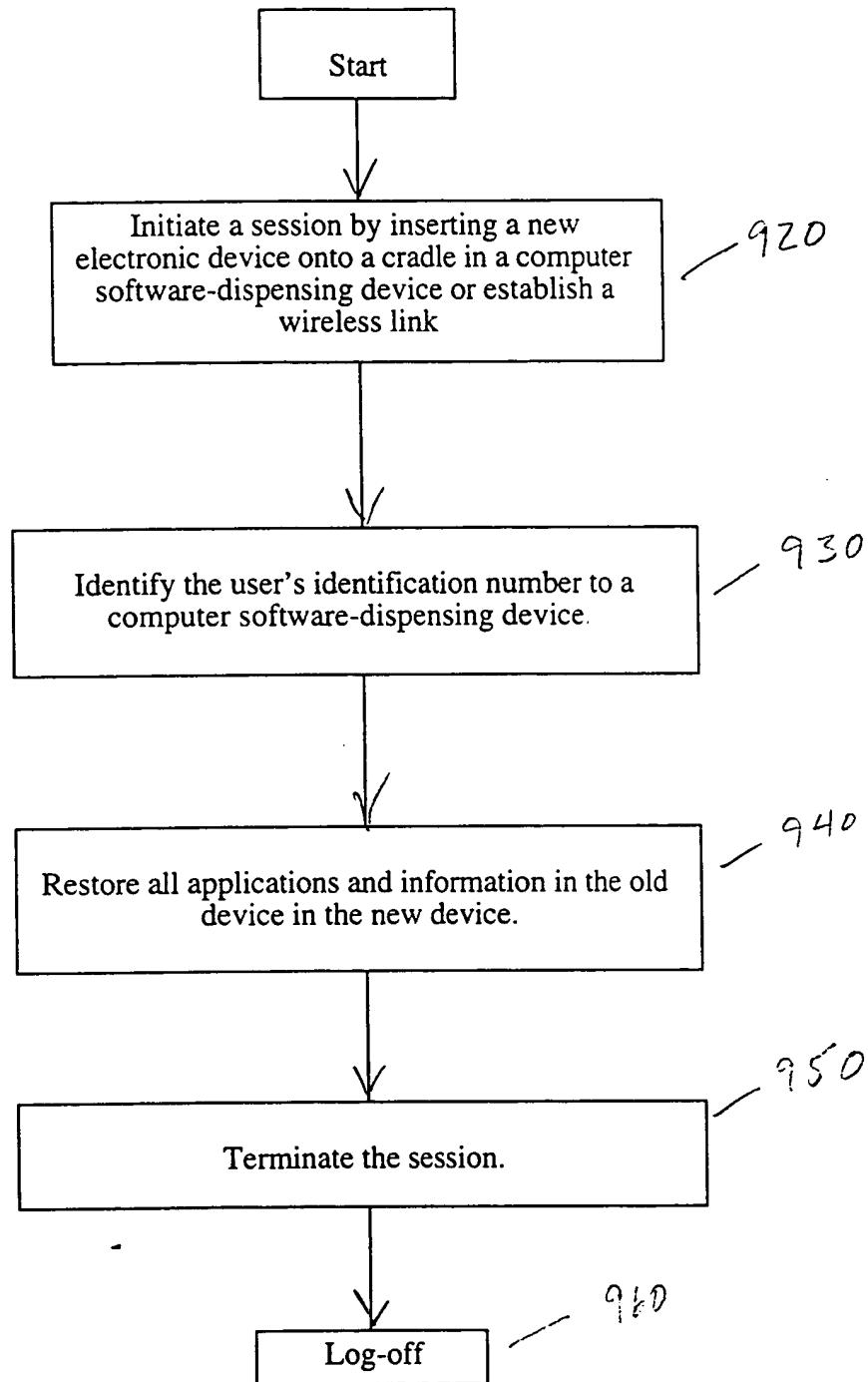


FIG 7

900



**FIG 8**

1000

<u>Basketball</u>
Application1
Application2
Application3
Application4
Application5
Application6
Application7
Application8

<u>Games</u>
Application1
Application2
Application3
Application4
Application5
Application6
Application7
Application8

<u>Stocks</u>
Application1
Application2
Application3
Application4
Application5
Application6
Application7
Application8

**FIG. 9**